

AMENDMENTS TO THE CLAIMS:

Please amend claims 1, 3-4, 6, 8, 13, 15-18, 20, and 25, as listed in the following listing of the claims, which replaces all prior versions and listings of claims in the application:

1. (Currently Amended) An interactive system comprising:
 - a voice input section inputting voice uttered by a user;
 - a voice recognition processing section recognizing the voice inputted by the voice input section, and converting the recognized voice into an input symbol string;
 - a conversation pattern processing section inputting said input symbol string from the voice recognition processing section, and outputting an output symbol string corresponding to said input symbol string based on a conversation pattern described in advance;
 - a voice synthesis processing section converting said output symbol string from the conversation pattern processing section into voice;
 - a voice output section outputting and uttering the voice from the voice synthesis processing section; and
 - a conversation characteristic control section grasping conversation characteristics of said user ~~based on said input symbol string from said conversation pattern processing section~~, and changing said output symbol string in accordance with the grasped conversation characteristics, the grasped conversation characteristics

based on at least one of: a word used by the user with high frequency, a conversation pattern used by the user with high frequency, the continuity of conversation with respect to a specific topic, the number of uttered words of the user.

2. (Original) An interactive system according to claim 1, wherein
said conversation characteristic control section optimizes a conversation topic, a conversation pattern, uttered words, a conversation response interval, utterance frequency and timing during the utterance based on words and a conversation pattern used by the user with high frequency, a specific topic, times of conversation responses and utterance time and the number of words uttered by the user.

3. (Currently Amended) An interactive system comprising:
a voice input section inputting voice uttered by a user; a voice recognition processing section recognizing the voice inputted by the voice input section, and converting the recognized voice into an input symbol string;
a conversation pattern processing section inputting said input symbol string from the voice recognition processing section, and outputting an output symbol string corresponding to said input symbol string based on a conversation pattern described in advance;
a voice synthesis processing section converting said output symbol string from the conversation pattern processing section into voice;

a voice output section outputting and uttering the voice from the voice synthesis processing section;

a storage section storing synonyms and relevant words synonymous with and relevant to words uttered by said user; and

an association function section extracting the synonyms and relevant words synonymous with and relevant to words uttered by said user from said storage section based on a conversation history and said input symbol string from said conversation pattern processing section, and outputting said extracted synonyms and relevant words to said conversation pattern processing section.

4. (Currently Amended) An interactive system comprising:

a voice input section inputting voice uttered by a user;

a first voice recognition processing section recognizing the voice inputted by the voice input section, and converting the recognized voice into a first input symbol string;

a conversation pattern processing section inputting said first input symbol string from the first voice recognition processing section, and outputting an output symbol string corresponding to said first input symbol string based on a conversation pattern described in advance;

a voice synthesis processing section converting said output symbol string from the conversation pattern processing section into voice;

a voice output section outputting and uttering the voice from the voice synthesis processing section;

a second recognition processing section recognizing broadcast voice from a broadcast station, and converting the recognized broadcast voice into second input symbol strings; and

an event data storage section, classifying said second input symbol strings according to subject matter and storing said second input symbol strings as event data.

5. (Original) An interactive system according to claim 4, comprising an event data processing section extracting only a symbol string desired by the user among said second input symbol strings converted by said second voice recognition section, and storing the extracted symbol string in said event data storage section.

6. (Currently Amended) An interactive system according to claim 4, comprising:
a conversation characteristic control section grasping conversation characteristics of said user based on said input symbol string from said conversation pattern processing section, and changing said output symbol string in accordance with the grasped conversation characteristics.

7. (Original) An interactive system according to claim 4, comprising:

a storage section storing synonyms and relevant words synonymous with and relevant to words uttered by said user; and

an association function section extracting the synonyms and relevant words synonymous with and relevant to words uttered by said user from said storage section based on said input symbol string from said conversation pattern processing section, and outputting said extracted synonyms and relevant words to said conversation pattern processing section.

8. (Currently Amended) A two-way interactive system comprising a plurality of interactive systems each conducting an interactive processing for interaction with a user, the respective interactive systems communicating with one another, each of said interactive systems comprising:

a voice input section inputting voice uttered by a user;

a voice recognition processing section recognizing the voice inputted by the voice input section, and converting the recognized voice into an input symbol string;

a conversation pattern processing section inputting said input symbol string from the voice recognition processing section, and outputting an output symbol string corresponding to said input symbol string based on a conversation pattern described in advance;

a voice synthesis processing section converting said output symbol string from the conversation pattern processing section into voice;

a voice output section outputting and uttering the voice from the voice synthesis processing section;

an event data transmission and reception section transmitting said input symbol string to the other interactive system as event data, and receiving event data consisting of ~~the~~ a symbol string from said other interactive system; and

an event data storage section, classifying said received event data according to subject matter and storing said received event data ~~storing the event data received by the event data transmission and reception section from said other interactive system.~~

9. (Original) A two-way interactive system according to claim 8, comprising:

an input section inputting a privacy protection command of said user; and

a privacy protecting function section transmitting said event data acquired by utterance of said user to said other interactive system if said privacy protection command is not inputted from the input section, and not transmitting said event data acquired by the utterance of said user to said other interactive system if said privacy protection command is inputted from the input section.

10. (Original) A two-way interactive system according to claim 8, comprising:
 - a conversation characteristic control section grasping conversation characteristics of said user based on said input symbol string from said conversation pattern processing section, and changing said output symbol string in accordance with the grasped conversation characteristics.
11. (Original) A two-way interactive system according to claim 8, comprising:
 - a storage section storing synonyms and relevant words synonymous with and relevant to words uttered by said user; and
 - an association function section extracting the synonyms and relevant words synonymous with and relevant to words uttered by said user from said storage section based on said input symbol string from said conversation pattern processing section, and outputting said extracted synonyms and relevant words to said conversation pattern processing section.
12. (Original) A two-way interactive system according to claim 8, wherein a second recognition processing section recognizing broadcast voice from a broadcast station, and converting the recognized broadcast voice into second input symbol strings; and
 - an event data storage section storing said second input symbol strings as event data.

13. (Currently Amended) An interactive method comprising:

a voice recognition processing step of recognizing voice uttered by a user, and of converting the recognized voice into an input symbol string;

a conversation pattern processing step of inputting said input symbol string, and of outputting an output symbol string corresponding to said input symbol string based on a conversation pattern described in advance;

a voice synthesis processing step of converting said output symbol string into voice;

a voice output step of outputting and uttering the voice obtained in the voice synthesis processing step; and

a conversation characteristic control step of grasping conversation characteristics of said user ~~based on said input symbol string~~, and ~~of changing said output symbol string in accordance with the grasped conversation characteristics~~, the grasped conversation characteristics based on at least one of: a word used by the user with high frequency, a conversation pattern used by the user with high frequency, the continuity of conversation with respect to a specific topic, the number of uttered words of the user.

14. (Original) An interactive method according to claim 13, wherein

said conversation characteristic control step optimizes a conversation topic, a conversation pattern, uttered words, a conversation response interval, utterance

frequency and timing during the utterance based on words and a conversation pattern used by the user with high frequency, a specific topic, times of conversation responses and utterance time and the number of words uttered by the user.

15. (Currently Amended) An interactive method comprising:

a voice recognition processing step of recognizing voice uttered by a user, and of converting the recognized voice into an input symbol string;

a conversation pattern processing step of inputting said input symbol string, and of outputting an output symbol string corresponding to said input symbol string based on a conversation pattern described in advance in a conversation pattern processing section;

a voice synthesis processing step of converting said output symbol string into voice;

a voice output step of outputting and uttering the voice obtained in the voice synthesis processing step;

a storage step of storing synonyms and relevant words synonymous with and relevant to words uttered by said user; and

an association function step of extracting the synonyms and relevant words synonymous with and relevant to words uttered by said user from said storage section based on a conversation history and said input symbol string, and of outputting said

extracted synonyms and relevant words to said conversation pattern processing section.

16. (Currently Amended) An interactive method comprising:

a first voice recognition processing step of recognizing voice uttered by a user, and of converting the recognized voice into a first input symbol string;

a conversation pattern processing step of inputting said first input symbol string, and of outputting an output symbol string corresponding to said first input symbol string based on a conversation pattern described in advance;

a voice synthesis processing step of converting said output symbol string into voice;

a voice output section outputting and uttering the voice obtained in the voice synthesis processing step;

a second recognition processing step of recognizing broadcast voice from a broadcast station, and converting the recognized broadcast voice into second input symbol strings; and

an event data storage step, classifying said second input symbol strings according to subject matter and of storing said second input symbol strings as event data.

17. (Currently Amended) An interactive method according to claim 16, comprising:

an event data processing step of extracting only a symbol string desired by the user among said second input symbol strings converted in said second voice recognition step, and of storing the extracted symbol string in said event data storage section.

18. (Currently Amended) An interactive method according to claim 16, comprising:
a conversation characteristic control step of grasping conversation characteristics of said user based on said input symbol string, and of changing said output symbol string in accordance with the grasped conversation characteristics.

19. (Original) An interactive method according to claim 16, comprising:
a storage step of storing synonyms and relevant words synonymous with and relevant to words uttered by said user; and
an association function step of extracting the synonyms and relevant words synonymous with and relevant to words uttered by said user from said storage section based on said input symbol string, and of outputting said extracted synonyms and relevant words to said conversation pattern processing section.

20. (Currently Amended) A two-way interactive method of allowing a plurality of interactive systems each conducting an interactive processing for interaction with a user to communicate with one another, the method comprising:

a voice recognition processing step of recognizing the voice uttered by a user,
and of converting the recognized voice into an input symbol string;

a conversation pattern processing step of inputting said input symbol string, and
of outputting an output symbol string corresponding to said input symbol string based on
a conversation pattern described in advance;

a voice synthesis processing step of converting said output symbol string into
voice;

a voice output section outputting and uttering the voice obtained in the voice
synthesis processing step;

an event data transmission and reception step of transmitting said input symbol
string to the other interactive system as event data, and of receiving event data
consisting of the symbol string from said other interactive system; and

an event data storage step of classifying said received event data according to
subject matter and storing said received event data~~storing the event data received from
said other interactive system.~~

21. (Original) A two-way interactive method according to claim 20, comprising:

an input step of inputting a privacy protection command of said user; and
a privacy protecting function step of transmitting said event data acquired by
utterance of said user to said other interactive system if said privacy protection
command is not inputted from the input section, and not transmitting said event data

acquired by the utterance of said user to said other interactive system if said privacy protection command is inputted from the input section.

22. (Original) A two-way interactive method according to claim 20, comprising:
a conversation characteristic control step of grasping conversation characteristics of said user based on said input symbol string, and of changing said output symbol string in accordance with the grasped conversation characteristics.

23. (Original) A two-way interactive method according to claim 20, comprising:
a storage step of storing synonyms and relevant words synonymous with and relevant to words uttered by said user; and
an association function step of extracting the synonyms and relevant words synonymous with and relevant to words uttered by said user from said storage section based on said input symbol string, and of outputting said extracted synonyms and relevant words to said conversation pattern processing section.

24. (Original) A two-way interactive method according to claim 20, comprising:
a second recognition processing step of recognizing broadcast voice from a broadcast station, and of converting the recognized broadcast voice into second input symbol strings; and

an event data storage step of storing said second input symbol strings as event data.

25. (Currently Amended) A computer readable recording medium for recording a program for allowing a computer to execute, comprising:

a voice recognition processing step of recognizing voice uttered by a user, and of converting the recognized voice into an input symbol string;

a conversation pattern processing step of inputting said input symbol string, and of outputting an output symbol string corresponding to said input symbol string based on a conversation pattern described in advance;

a voice synthesis processing step of converting said output symbol string into voice;

a voice output step of outputting and uttering the voice obtained in the voice synthesis processing step; and

a conversation characteristic control step of grasping conversation characteristics of said user ~~based on said input symbol string, and of changing said output symbol string in accordance with the grasped conversation characteristics,~~ the grasped conversation characteristics based on at least one of: a word used by the user with high frequency, a conversation pattern used by the user with high frequency, the continuity of conversation with respect to a specific topic, the number of uttered words of the user.